



2018 CMDL League Rules

A. SEASON/SIGNUP AND FEES

The CMDL dart year consists of a Fall Season, a Spring Season, and a Summer Season, which is optional. The CMDL dart year begins with the Fall Season.

Summer Season Only - No bar fees are due and Membership fees of \$10.00 are due the first night of play. No awards are given. All monies collected are returned as prize money based on team participation.

B. BAR FEES is \$50.00 per team, **payable by the sign-up meeting or by 1st week's match.**

C. MEMBERSHIP FEES are \$30.00 per person **payable by the 1st week's match.**

COMPLETED TEAMS SIGN-UP SHEETS must be presented to the Board of Directors at the Pre-Season Sign-Up Meeting. One change to roster will be permitted without Board approval. **ADDITIONAL CHANGES TO ROSTER REQUIRE 24 HOURS NOTICE** to the League Secretary. **NEW MEMBERS MUST PAY MEMBERSHIP FEES THE FIRST NIGHT THEY PLAY.**

League set up by division at sign-up. Any team signing up for league participation may request their preference of division in which they choose to participate. Division requested will not be guaranteed and will be at the sole discretion for the Board and Scheduling Committee.

At the end of each season, the first-place team of a division moves up one division and the last place team of said division moves down one division. **NOTE:** Must have at least 3 original players at the beginning of the following season when the move takes place. If you don't have 3 original members the move to a new division will not take place.

IF MOVE DOES NOT TAKE PLACE THE ORIGINAL MEMBERS CANNOT BE ADDED LATER THAT SEASON. Personal points do not pertain.

Total points from win/loss column will decide division titles. In the event of a tie in the win column, the tiebreaker will be the lowest number of losses in the loss column.

D. CAPTAIN RESPONSIBILITIES

Team Captain is responsible for collecting bar fees and their team's fees.

Any bar or membership fee not paid by said time, bar team will forfeit all matches until fees are paid. No forfeited matches can be made up.

No Bar fees will be charged for the summer season.

ALL RULES MUST BE ENFORCED - NO EXCEPTIONS.

NOTE: This applies at the start and during match play. **Smoke brakes of 6 minutes maximum** will be added if your match has smokers and is requested that the captain send smokers outside while they are NOT shooting to reduce delays during the evening.

The Captain is responsible for faxing in their sheet each week and tallying the back. For teams score sheet **NOT RECEIVED OR ALL TOTAL POINTS ADDED** – two (2) points (1 point per) deduction from the final score.

It shall be the responsibility of all Captains to maintain team play and control of their team. If a formal complaint should be filed with the Board, describing inappropriate behavior by any member or team, the Board will investigate the complaint's validity. If the complaint is determined to have credence, the Board will first send a written warning letter to the team's Captain. If the same team or member commits a second confirmed offense, within the same season, a thirty-day suspension will be levied on that team or member.

Members may not change teams after season begins. Any team or member leaving after league season started will be banned from all CMDL sponsored events for the remainder of that season. ***EXCEPTION:** Members wishing to change teams or withdraw from the league must have prior approval by the Board of Directors. Written request must be given to the Board of Directors giving a good reason for switching teams or withdraws from league.

The Board of Directors will have 7 days to respond. ANY TEAM MEMBER switching from one team to another will lose ALL PERSONAL POINTS previously earned while on other team.

The season ends when the last Singles Shoot is shot.

CMDL will NOT shoot team matches the Wednesday before Thanksgiving Day. We want to propose having a Luck of the Draw Turkey Shoot the Wednesday before Thanksgiving where 1st place gets a turkey and 2nd place gets a ham. Location to be determined.

CMDL will NOT shoot that Wednesday if Christmas Eve or New Year's Eve falls on a Thursday or Friday of that week.

E. TEAMS

A team will consist of minimum of 4 legal players, maximum of 7. Only players present can be scheduled to play.

No substitutions can be made once line-up has been presented without the consent of the opposing team captain.

A minimum of 3 players is needed to start a match.

F. MATCH PLAY

No player may compete in more than one match per set. There are 5 sets. Singles 501, Singles Cricket, Doubles 501, Doubles Cricket & Team 701.

No new players can be added during the last three weeks of any season.

All matches are scheduled to start at 7:30 pm on the date and place scheduled.

Deadline for starting a match is 7:45 pm. If three players are not present at that time, all matches will be forfeited or at the discretion of the opposing team.

All matchboards shall be available for practice 30 minutes prior to league starting time.

Doubles and singles matches will be best 2 out of 3 games/legs played. One (1) point to be awarded for each game/leg won. The 701 matches will be one (1) game with one (1) point awarded to the winner. All players in 701 matches not getting the CD will now receive an assist.

The order of match play will be at the discretion of both team captains. All 5 sets must be played. All games begin by throwing cork (center bull) with the home team having option of throwing first. Cork ties cork, double cork ties double cork. Throwing order reversed if a re-throw is needed. Cork thrower need not throw first in a match. In the event of a re-throw, either player must remove all darts from the board. A thrower being assigned or called to a board, is the start of match play. Players should immediately report to the line, but have 90 seconds to report calling was missed. If a player does not show within the first 90 seconds, shooter will be recalled to the line having 90 seconds to show. If still a no show the player is called a third and final time, if the shooter is not ready to shoot, game and match is forfeited.

A team with a minimum team roster present must start match play on time. Late arrivals can be played. The missing player may not join a leg in progress but is allowed to enter next leg of match.

No player in a scheduled match that has been called and begun may practice on any other board until said match is completed. (Specifically, you may not practice on another board while you are playing in a match). If a team member is not actively playing a match, they may practice on another board but may not interrupt or interfere with a match in progress.

G. POSTPONEMENTS

Postponements can occur if opposing team agrees. However, all postponements will require notification to the League Secretary no later than 6:00 pm the night of the scheduled match. **It is mandatory that the Secretary be notified the day/night of postponement.**

The League Secretary (or in the Secretary's absence any member of the Board) and opposing Team Captain must approve any postponement of the match. If the opposing Team Captain agrees to the postponement, then he/she must notify the League Secretary (or in the Secretary's absence any member of the Board).

Failure to shoot match will result in a forfeit by team requesting postponement. Each team captain must contact the League Secretary with make-up date or it will be a forfeit on one or both teams.

Postponements made between teams must be rescheduled and played within 3 weeks of original match date. No more than three postponements will be allowed in any season.

Additionally, if a match is postponed in the last week of league play due to a catastrophic event, that match must be made up within three days.

There will be no postponements in the last two (2) weeks of play and no new players.

Bad weather will be handled as follows: If Anne Arundel County after school programs are cancelled, there will be NO darts scheduled. (Please use common sense, in other cases). You can play at your discretion but need to let the Secretary know you are playing. Rescheduling of these matches need to be made up within two (2) weeks of original scheduled date.

If death occurs for immediate family member of league member that would cause the team to forfeit, a postponement is automatically granted.

H. DISPUTES/PROTESTS

All disputes must be brought to the attention of the Board of Directors (via Vice President) if not resolved by the two-team captains or by reading a copy of the rules. Rules prevail, and league Vice President should be contacted if clarification is required.

All comments and/or protest concerning equipment should be brought to attention of the home team captain prior to match play. If no action is taken, forward, in writing, a protest to Board of Directors. The Board, with sufficient cause, will contact sponsoring establishment in writing with corrections to be made as well as timeframe to be completed.

Any member or League Officer may file a protest. Protest can be filed with 66% support from team. Grounds for a protest can consist of disregard of ADO and League rules, equipment, playing conditions, or other not covered by rules.

A telephone call in reference to a dispute to the Board of Directors (Vice President), followed by a written, detailed statement of the protest should be submitted. Written statements must be signed by team captain and supporters (66%) of the protest be submitted within 7 days of dispute.

Action: Board of Directors will meet and evaluate protest to see if grounds do exist. If so, the Board will write its recommendations and form a Protest Committee consisting of 3 team captains from neutral locations. Protest Committee will meet with disputing team captains and the President or Vice President. The meetings will determine whether to: a) deduct or award game points of match, b) probation of individual, team, establishment, or c) suspension of individual, team, establishment. Protest Committee decision is final.

I. FORFEITS

If any team should forfeit a weekly match, the non-forfeiting team will be awarded 19 points (75% of 25 team points available). No personal points awarded. The non-forfeiting team **MUST** notify the Secretary, no later than 12 PM Saturday of the forfeiture and send in a score sheet stating forfeit and let him/her know the team that was to be played.

Any team that forfeits in the last two weeks of the season, the absent players of the offending team will be suspended for the remainder of the season. This suspension may be appealed with cause to the Board of Directors, for their decision.

Any team that forfeits two consecutive weekly matches will immediately be dropped from the league and any/all points, team and personal, shall be dissolved pursuant referring to team disbandment.

Any team that forfeits three weekly matches within the same season will immediately be dropped from the

league and any/all points, team and personal, shall be dissolved pursuant referring to team disbandment. In the event a singles or doubles match is forfeited, scheduled player present gets credit for the 2 CD's.

J. TEAM DISBANDMENT

If a team should disband mid-season, all points (team and personal) accumulated, or surrendered, by that team, for said season, shall be dissolved as though that team never existed. Teams that had already played the disbanded team, during said season, shall dissolve any points (team and personal) accumulated or surrendered as though those matches had never taken place and the records shall then reflect "byes" for those affected weeks.

K. SUBSTITUTIONS

Teams must have the minimum of three (3) players from original team and may only have one (1) substitute per match. Any team with less than four (4) rostered players may solicit a substitute player.

The substitute player will be identified on the score sheet including first and last name (**NO NICKNAMES PLEASE**), email address, and telephone number so the Secretary can develop a substitute list. If the substitute player does not want his/her information on the substitute list, then the Secretary will only post his/her name on the list but keep the information in his/her file and he/she will contact that substitute if needed to play.

The Secretary will develop a substitute list on an ongoing basis.

A substitute player playing **more than two (2) weeks** with any team will become a permanent member of that team and be responsible for the difference of the membership dues. The team acquiring the substitute player may not exceed the maximum seven players on their active roster.

A substitute player who plays in Division A or B after the first week will become a Division A or B player.

A substitute player who plays in Division C or D after the first week will become a Division C or D player.

No substitute player can be acquired in the last two (2) weeks of match play.

A rostered player with any team within CMDL may not substitute for another team in any division.

L. AWARDS

Team Awards for all Divisions

1st Place will be awarded a bar plaque, and individual awards for team members.

2nd Place team will be awarded a bar plaque.

All teams will be awarded their individual awards.

M. INDIVIDUAL AWARDS

High Score

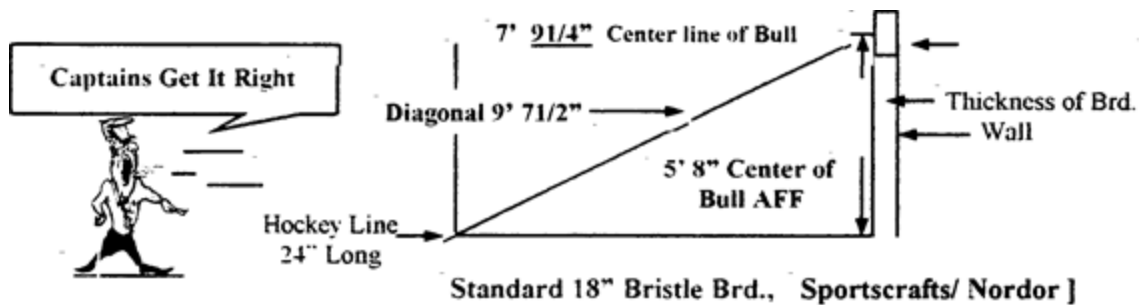
8T0	9 Mark
6 Bulls	High Out
Men's High Personal Points	Women's High Personal Points

No other awards will be given.

N. ADO RULES

ADO Rules Apply - Equipment - NUMBER IN PARENTHESIS ARE ADO RULES

- (Darts) (56) Maximum overall length not to exceed 12 inches or weigh more than 50 gram per dart. Each dart shall consist of a recognizable point, barrel & flight.
- (Dartboard) (57) Shall be a standard 18" bristle board, of the type approved by the ADO (Sportcraft/Nordor) and shall be of the standard 1-20 clock pattern.
- (59) NO alterations/accessories may be added to the board set-ups.



- (ADO) (62) The minimum throwing distance shall be 7'9-1/4". The board height shall be 5'S" (floor to center of bull; 9'7-1/2" measured diagonally from the center bull to the back of the raised hockey at floor level) Note: Level & Plumb.
- (63) Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
- (17) Toe & Foot **MUST** stay behind Hockey Line or **SHOT WILL NOT COUNT!** One warning is sufficient.
- (18) A player wishing to throw a dart, or darts, from a point either side of the hockey line must keep his feet behind an imaginary straight line extending from either side of the hockey line.
- (ADO) (35) A scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45-degree angle from the dartboard.

Other ADO Rules Which Must Be Observed

- (15) Scorers and Players **ONLY** are allowed inside the playing area.
- (16) Opposing players must stand at least 2 feet behind the player at the Hockey.
- (19) A Throw shall consist of three darts, unless a Leg/Match is completed in a lesser amount.

- (21) Should a player touch any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed.
- (22) Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown.
- (23) All matches will begin by THROWING AT THE CORK. The player with the dart closest to the cork throws first.
- (24) The second thrower may acknowledge first dart is an inner or outer cork and ask for that dart to be removed prior to his throw. If the first dart is removed without the request, a re-throw for cork will occur with the 2nd shooter going first.
- (46) A Leg/Match is concluded at such time as a player/team hits the double required to reduce their remaining score to zero. Any and all darts thrown subsequently, SHALL NOT COUNT FOR SCORE.
- (40) For a dart to score it must remain in the board 5 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score.
- (39) No dart may be touched by the thrower, another player, scorer or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed, per provisions set forth in Rule 21.
- (41 & 42) A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question.
- (43) It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In the case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.
- (44) The FIRST player throwing out of turn shall receive a score of ZERO points for that round and his Team shall FORFEIT such turn.
- (39) The scorer may inform the thrower what he has scored and/or what he has left. HE MAY NOT INFORM the thrower what he has left in terms of number combinations. The thrower can get assistance from all others.

O. PERSONAL POINTS

Personal points have the possibility of multiple combinations out shots. In the event a cricket game is won by throwing a multiple combination, the following will apply. Winning the game the thrower is already entitled to a Check Dart or CD = 3 pts; only one other value of the combination can be added.

CRICKET EXAMPLE

Triple 15 and 4 bulls were needed to win the game and were thrown. Triple 15 = 3 marks = NO POINT VALUE. 4 bulls = 3 pts; the total of the two 7 marks or 1 point. The thrower is allowed the highest point value which in this case would be CD=3pts + 4 bulls=3pts. The thrower receives a total of 6 personal points. He cannot get credit for the 7 marks. The thrower gets credit for one of the other, either the 7 marks or the 4 bulls in addition to the CD. Always take the higher point value in this situation.

501, and 701 EXAMPLES

Ton 04 out is needed to win the game. Here are a few of examples for a 0T4 out triple 20 - single 20 - double 12; triple 16 - single 16 - double 20; or triple 18 - double bull. The way to mark your score is 0T4 out, which is 1 point, and CD, which is 3 points, for a total of 4 points.

PERSONAL POINT CHART OF VALUES

All 01 Games

Pts. Thrown	High Out Game only	Score During
95 - 119	2 Pts	1 Pt.
120 - 139	3 Pts.	2 Pt.
140 - 159	4 Pts.	3 Pts.
160 - 169	5 Pts.	4 Pts.
170 - 179	6 Pts	5 Pts
180		6 Pts.

Cricket Games

Thrown	Points
5-6 Marks	1 Pts
7 Marks	2 Pts
8 Marks	4 Pts.
9 Marks	6 Pts.
3 Bulls	2 Pts.
4 Bulls	3 Pts.
5 Bulls	4 Pts.
6 Bulls	6 Pts

Others:

Check Dart (CD) = 3 Pts.

Assist (A) = 1 pt.

- Any questions concerning Personal Points - refer to your Team Captain.

BOARD OF DIRECTORS

President	Dave Parks	d.parks83@yahoo.com	443-591-9770
Vice President	Kristina Burgess	kristinalambert87@verizon.net	443-254-6057
Treasurer	Mickey Thornburg	mickeyt2@verizon.net	410-533-2208
Secretary	Dee Daugherty	misstiff2@verizon.net	410-292-9241
Sergeant of Arms	Tim Cummings	tecummings9180@gmail.com	443-571-8066

TEAMS CAPTAINS ARE RESPONSIBLE FOR THEIR TEAMMATES,

AND ENFORCEMENT OF RULES

KEEP IN MIND - WHILE COMPETING, WE CAN ALSO

HAVE FUN

BE COURTEOUS AND THEREFORE A GOOD TIME HAD BY ALL!

GOOD DARTING!!!

